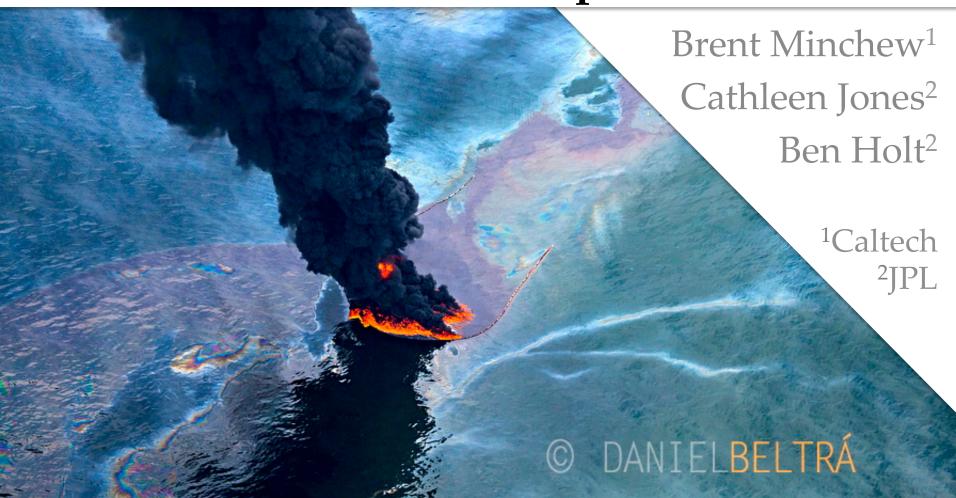


Near real-time estimates of the mixing of oil and seawater using polarimetric SAR

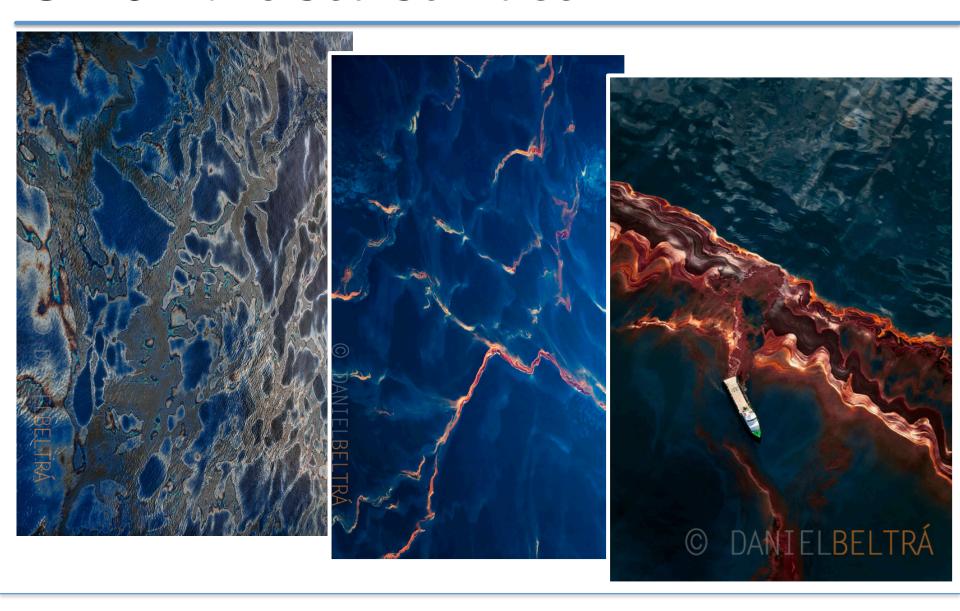


Understanding the problem

- The environmental impact of oil depends on:
 - > Type and quantity of oil spilled
 - Properties as a function of time
 - Organisms and environments exposed
 - Nature of the exposure
- Response methods have a time window:
 - > Type and quantity of oil
 - Initial spill conditions
 - > Weathering and emulsion rates
 - > Type of environments that will be affected

Source: NOAA

Oil on the sea surface



Cleanup methods



Mechanical: Booms, skimmers, vacuums, etc.

Cleanup methods

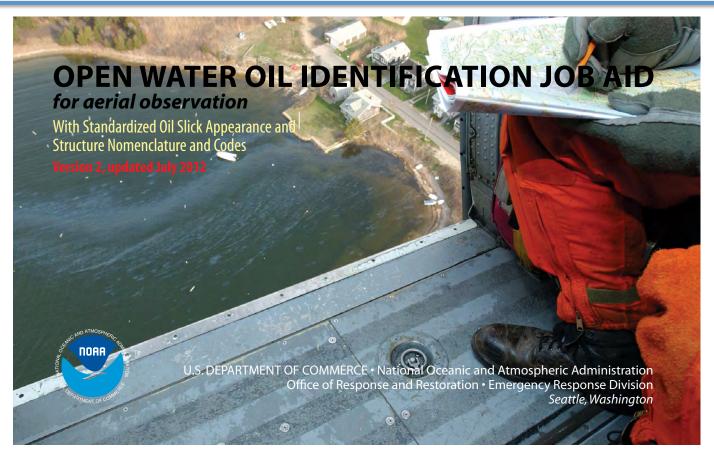
Chemical dispersants





In situ burning

Observational strategy



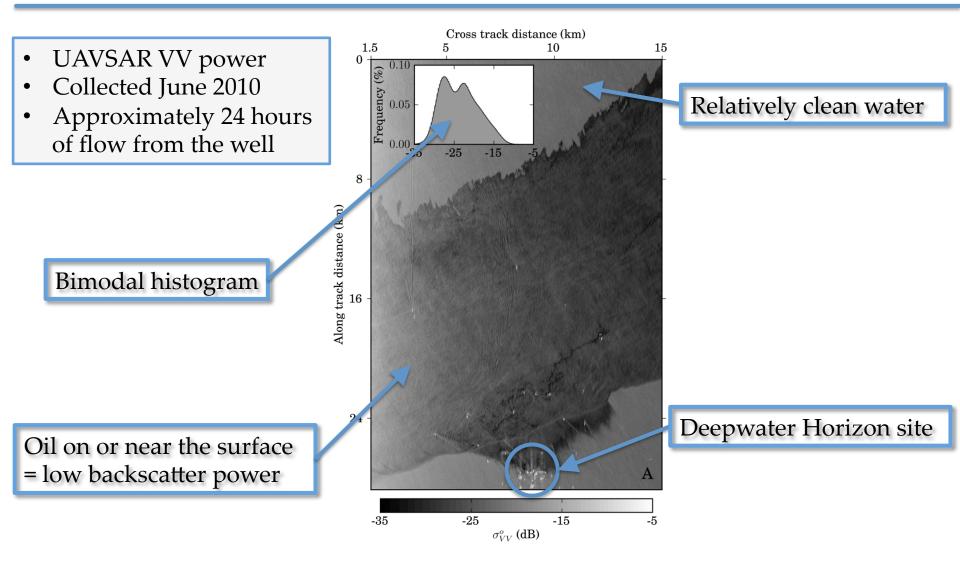
Limitations:

Must be done during the day

Can only be done in good weather

Based on skills and interpretation of the observer

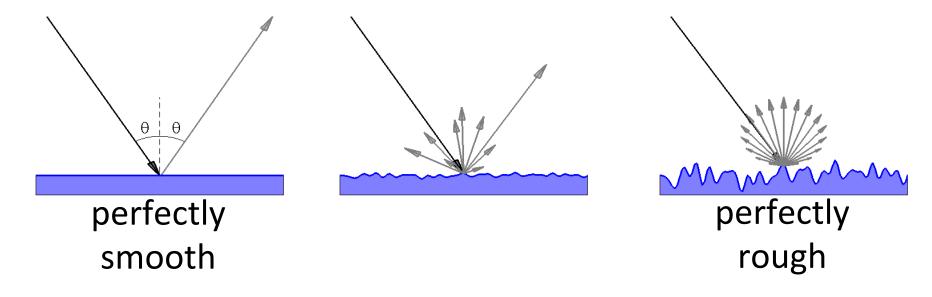
Observing oil with radar



How it works

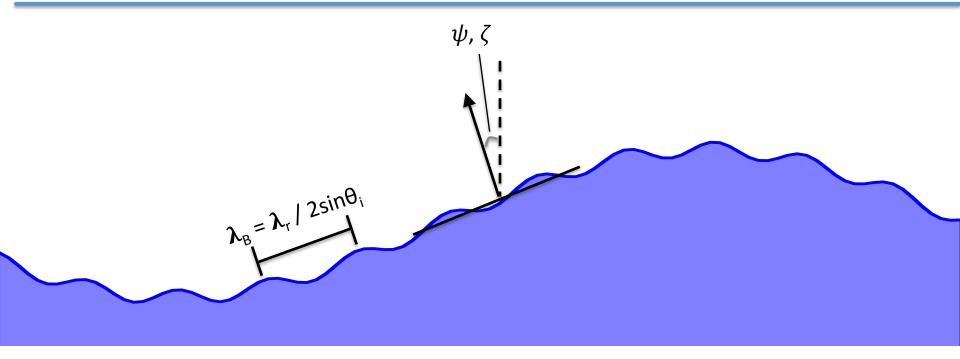
2 ways for oil to reduce radar backscatter power:

Smoothing surface roughness (decreasing surface tension)



Reducing total scattered power (only when mixed)

Modeling sea clutter



- Tilted Bragg or small perturbation model
- Scattering is due to waves $\rightarrow k_B = 2k_r \sin \theta_i$
- Small scale roughness is tilted by long wavelength waves
- Oil only affects small scale roughness

Expanded capability: PolSAR

$$\sigma_{pp}^o = \left(4\pi k_r^4 \cos^4 \theta_i\right) \Gamma_{pp} W$$

Reflectivity is polarization dependent

$$\Gamma_{pp} = \Gamma_{pp}(\varepsilon_r, \psi, \zeta)$$

Roughness is polarization independent

$$W = W(h_B, \ell_B, \psi, \zeta)$$

Meeting a need

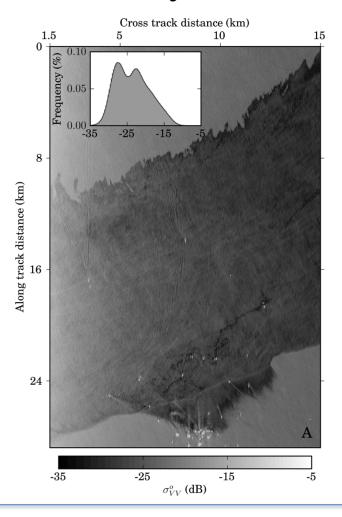
Need: Collect data on oil properties

Assume: Binary oil/water classification is a solved problem

Goal: Distinguish mixed oil from thin films

Connect radar-derived characteristics with standard optical classification systems

Step 0: Mask relatively clean water



Step 1: Estimate surface slope (long wavelength)

$$\frac{\sigma_{HH}^o}{\sigma_{VV}^o} = \frac{\Gamma_{HH}}{\Gamma_{VV}}$$

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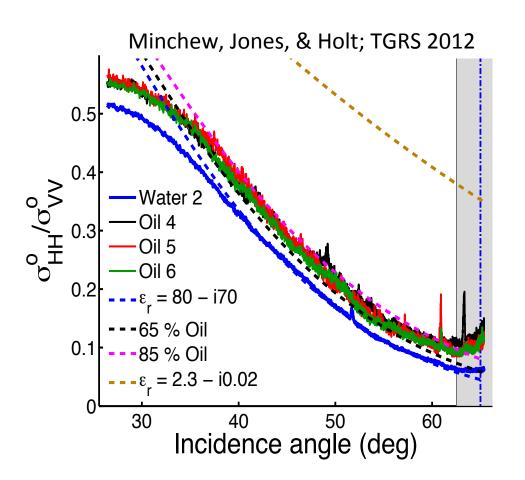
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Step 2: Find oil weighting factor



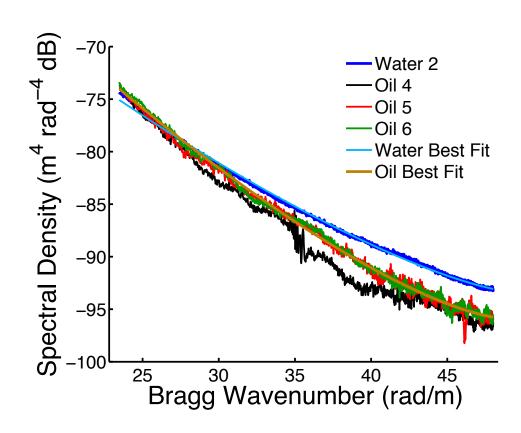
$$\frac{\sigma_{HH}^o}{\sigma_{VV}^o} = \frac{\Gamma_{HH}}{\Gamma_{VV}}$$

$$\Gamma_{pp} = \Gamma_{pp}(\varepsilon_r, \psi, \zeta)$$

$$\varepsilon_r = w_o \varepsilon_r^{oil} + (1 - w_o) \varepsilon_r^{water}$$

Step 3: Calculate roughness spectrum

$$W = \frac{\sigma_{VV}^o}{(4\pi k_r^4 \cos^4 \theta_i) \, \Gamma_{VV}}$$



Minchew, Jones, & Holt; TGRS 2012

Step 4: Oil/water mixing index

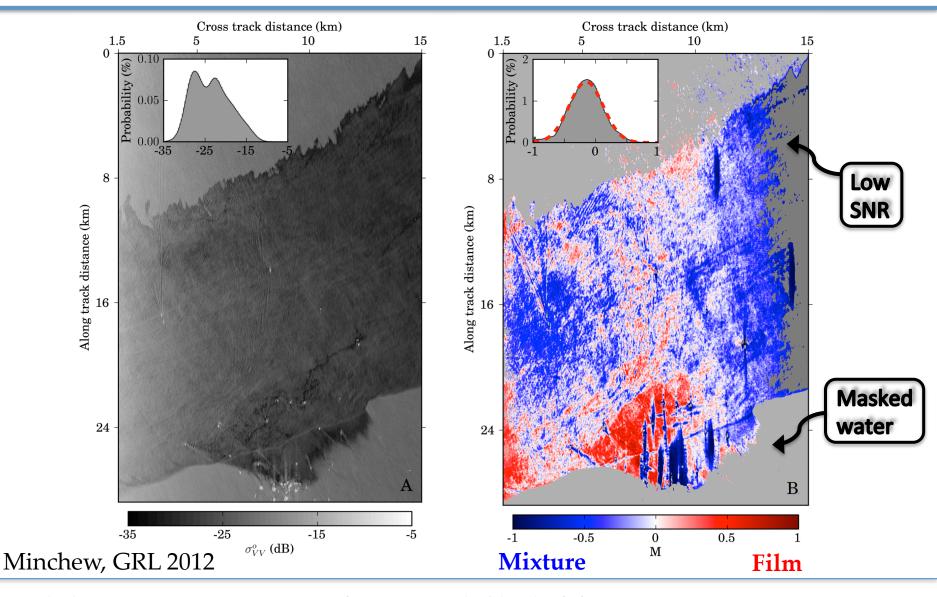
$$M = \frac{1}{\sigma_{VV}^{o(water)}} \left[\frac{\partial \sigma_{VV}^{o}}{\partial W} \Delta W - \frac{\partial \sigma_{VV}^{o}}{\partial \Gamma_{VV}} \Delta \Gamma_{VV} \right]$$

$$\approx \frac{W^{water} - W^{oil}}{W^{water}} - \frac{\left|\alpha_{VV}^{water}\right|^{2} - \left|\alpha_{VV}^{oil}\right|^{2}}{\left|\alpha_{VV}^{water}\right|^{2}}$$

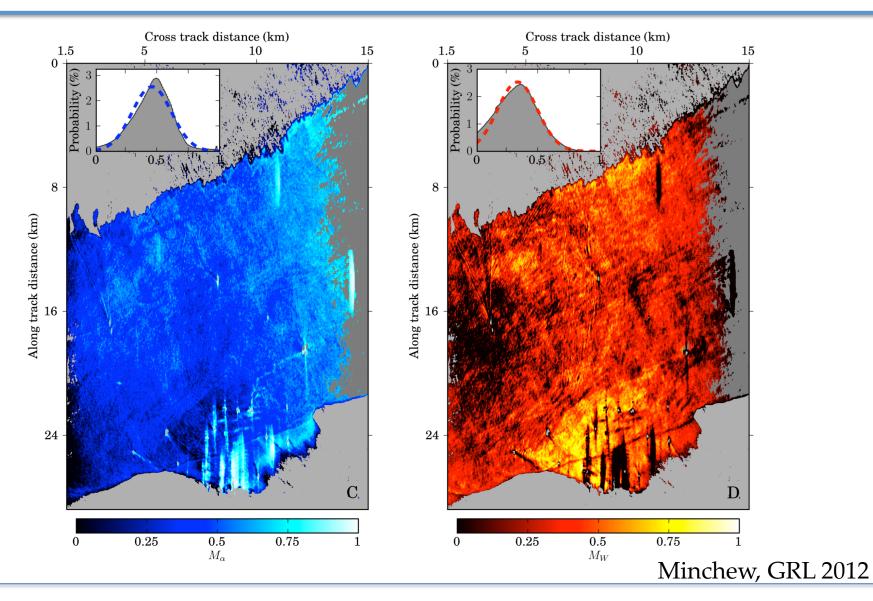
$$\alpha_{VV} = \frac{(\varepsilon_r - 1) \left\{ \sin^2 \theta_i - \varepsilon_r \left[1 + \sin^2 \theta_i \right] \right\}}{\left(\varepsilon_r \cos \theta_i + \sqrt{\varepsilon_r - \sin^2 \theta_i} \right)^2}$$

Minchew, GRL 2012

Results

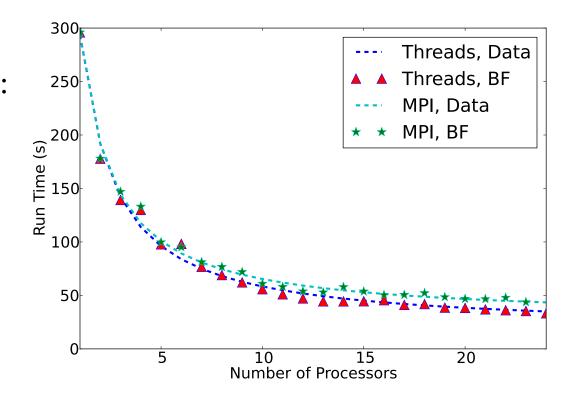


Results



Implementation

- Mdex: software suite implemented in C++ with Python bindings (Minchew)
- 'Hybrid' parallelization
 - Distributed memory: OpenMPI
 - Shared memory: POSIX threads
- Standard libraries
- Some human interface



Readiness

Beyond binary

♦ PolSAR → oil properties

Existing classification system

Can be done in near real-time

Questions?



Thanks: Cathleen Jones, Ben Holt, and the entire UAVSAR team Daniel Beltá and Susan Newbold Mark Simons